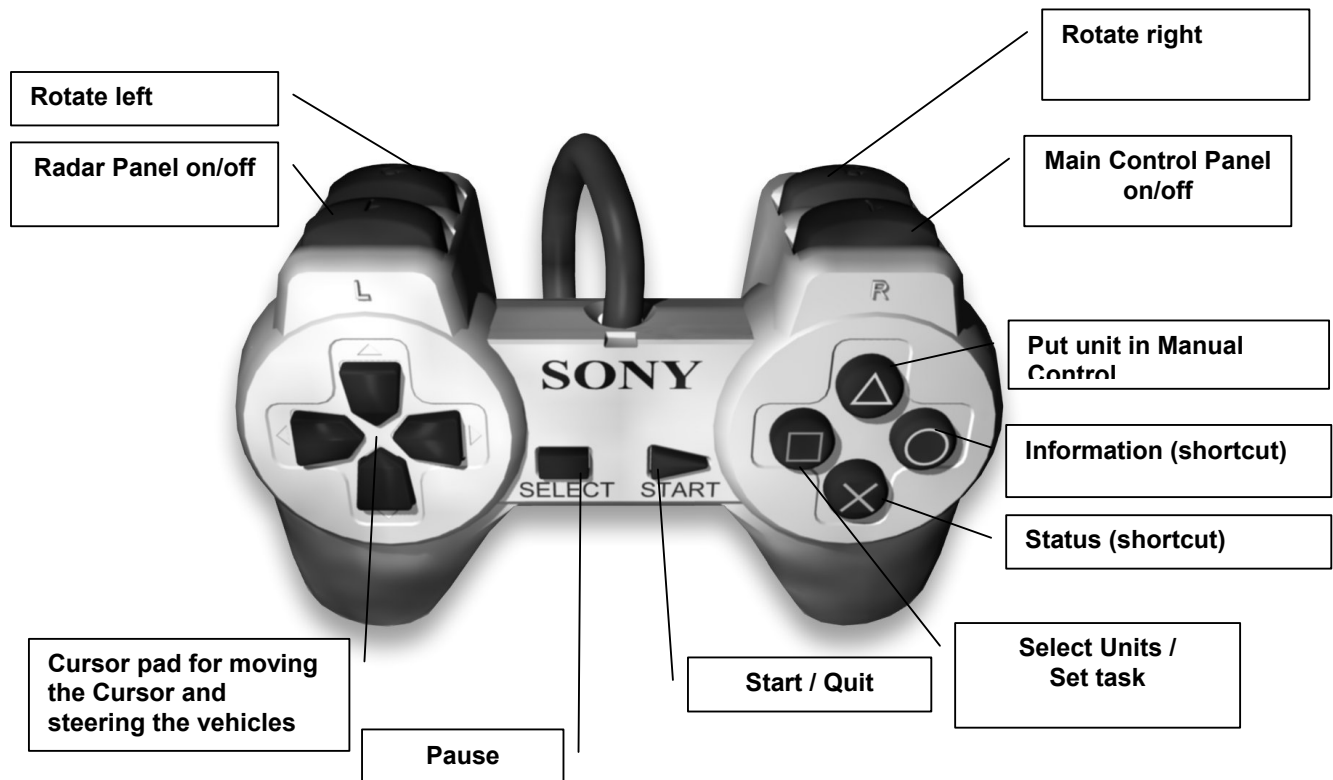


CONTROL METHOD

The following section shows the default playstation control pad configuration for Lego Rock Raiders (PSX). The pad will be configurable to the end-user via the options menu at any time, but if they do not wish to configure the pad the following defaults will be assigned.



SQUARE

This button has several uses and is the most commonly used button. Use of this button will be forgiving for the less accurate players.

Use within the Main Control Panel

The main control panel is activated by pressing R1 and then pressing the cursor pad moves a highlighted square over the possible icon options. When the desired icon has been found, it is activated by pressing the [square] button over it.

For example: to teleport new units, vehicles or buildings.



Use within the Main Playing Area

Select a Single Unit by moving over it and pressing [square] and releasing.

Select Multiple Units by pressing [square] and then move the pad to create a drag box window.

Release of the [square]

To assign basic commands such as 'Move To' or 'Drill Here', press the [square] button when the cursor is over the desired location. Context sensitive cursor icons will appear to show the 'verb' of what will happen.

e.g.1 A green outline of a mini-figure walking is displayed to show that it is the 'move to' verb.

e.g.2. A green outline of a mini-figure drilling is displayed to show that it is the 'drill here' verb.

e.g.3. A red outline of a mini-figure drilling with an X through the centre, is displayed to show that it is not possible to drill here (probably due to impenetrable rock)

'Move To'

If there is a current selected unit(s) and the desired location is on the ground (and the cursor is not on top of another unit), then the selected unit(s) will attempt to 'move to' the desired location.

'Drill Here'

If there is a current selected unit(s) and the desired location is on a rockface, the cursor icon will change to show if it is possible to drill. If the square button is pressed on a drillable rockface and there are no units currently selected, then the AI will assign the drill task to some units.

'Defend Against Enemies'

If there is a current selected unit(s) and the desired location is on an enemy such as a Rockmonster, the cursor icon will change to show the 'Defend' sign. If the square button is pressed on an enemy and there are no units currently selected, then the AI will assign the defend task to a unit. The unit will then go after the enemy and defend using one of the available hand held utensils.

TRIANGLE

Pressing the triangle button whilst over a unit will put that unit in 'Manual Control' mode. This unit can be controlled by simply moving the Left/up/down/right cursor pad on the LHS of the controller. If the unit is pushed against a drillable rockface and the unit has drilling capabilities, the unit will start to drill. If it is a flying craft then the user can fly it around the level. If it is a truck for transporting crystals and ore etc. then it can be used to collect and deliver them.

R1 SHOULDER BUTTON

This toggles the Main Control Panel on and off. When this is activated movement over the panel is done by the use of the cursor pad and selections are made with the [square] key.



L1 SHOULDER BUTTON

This toggles the Radar panel on and off. When this is activated movement over the panel is done by the use of the cursor pad and a selection is made with the [square] key. Examples of use are the ability to quickly assign tasks at various areas of the map without having to scroll the main screen everywhere and also to see what the soil type is.

ROUND BUTTON

This is a shortcut button as this option is available in the main control panel. When Pressed this button changes the cursor pointer to a question mark and once over a unit will provide lots of detailed information on that unit.

CROSS BUTTON

This button puts a thought bubble display on top of each unit displaying a health bar, a chevron to show it's upgrade status and an icon to show it's current task.